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The historical background

The year is 2140. After numerous wars and several environmental disasters, only two world powers remain; the United Civilized States (»UCS«), covering the American continent, Western Europe and North Africa, and the Eurasian Dynasty (»ED«) covering the coherent landmasses of Eastern Europe and Asia. The damage caused by the long wars led both world powers to evacuate the population to recently built underground cities.

Australia and most parts of Africa were sacrificed during the long wars, which lasted several decades. Highly toxic biological and chemical weapons were developed on these continents, leaving them so badly contaminated, that no human life can survive there. Not even the use of robots and machines is possible. The general opinion was that these continents would forever remain uninhabitable, and they were wiped from every map. Most of the world's population forgot that this land ever existed.

The UCS system is one of stochastocracy (coincidental rule). The population enjoys a lazy and decadent life. They live for their own enjoyment and let machines (so-called "Black-Tech"-robots) do all the necessary work. The population has no interest in politics, leaving the rulers to be chosen randomly using computers.

The Eurasians are governed by the dictatorial Khan Dynasty. These days Tiao Zhan Zhe Khan (his name means Provocator of War) rules the ED.

Due to the environmental problems caused by the wars and the contamination of most parts of his country, the 34th Khan Yong Shi Khan (Brave Warrior) ordered the development of a technology to replace parts of the human body with mechanical parts, a way of reducing the population. Now, in the reign of the 37th Khan, these goals have been achieved. The population has been transformed into ascetic and extremely powerful androids. The "human" body now consists of rudimental organisms which support the brain and numerous mechanical components, which have been developed for specific android tasks. Population growth is controlled by using cerebral transfer to create new androids. An android's brain cells are used to clone a new body and the mechanical parts are built around it.

Natural resources are becoming scarce and have to be extracted above ground. There have been a number of small conflicts between the UCS and the ED, the last of which escalated and became a fierce and bitter war - the final world war. Only one side can win. This final war will decide who will get the last of the available natural resources and ultimately rule the world.

Installation

EARTH 2140 comes on CD-ROM. To install the game insert the CD-ROM in your CD-ROM drive.

Windows 95

EARTH 2140 uses the AutoPlay feature of Windows95. Please make sure you have this feature enabled and that your drivers are installed properly. Just insert the CD-ROM in your drive and close it. The setup program will start automatically. After following the instructions described below the setup program will create a group for EARTH 2140 and an icon to launch the game. Your settings are stored, so that the next time you insert the CD-ROM, you can either start the game with your own configurations or rerun the setup program.

DOS

Enter the following commands to install the game:

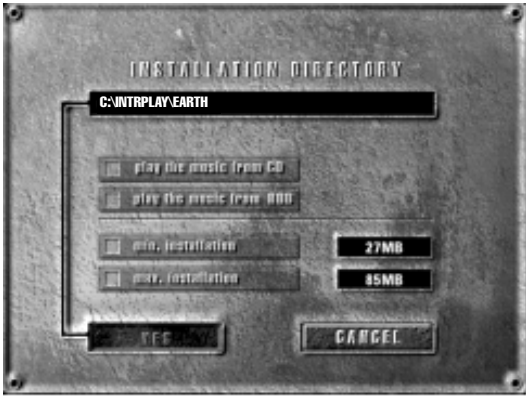
D: <ENTER>	(assuming that letter is assigned to your CD-ROM drive. If a different letter is assigned, use that letter).
INSTALL <ENTER>	

Follow the installation procedures as stated below.

Setup procedure

The setup program takes you through each step of the installation procedure using a graphical user interface. When you see the welcome screen, use your mouse to switch directly to installation, and select your sounds.

Enter the settings of your soundcard on the three input lines. Here you can use the auto detect feature to let the setup program determine the settings of your soundcard. If you have problems, check the appendix "Trouble Shooting". To test your settings, click on "TEST". To quit the setup program, click on "ABORT".



While the setup program is testing the sounds you'll hear a sample tune. If that's OK, click "YES" to

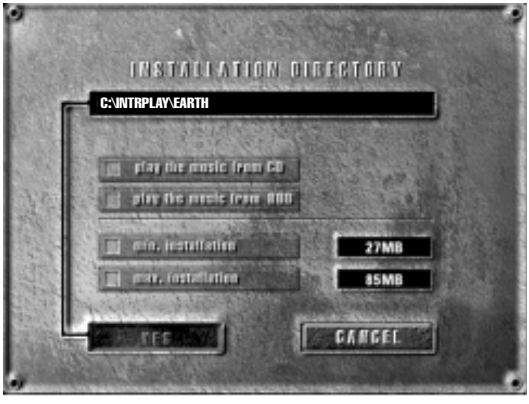
continue. If you don't like the settings, click on "NO" to return to the sound settings screen and re-enter them.

The next screen lets you select either Wave playback or CD-Audio playback. Click on "YES" (while the sample music's playing) for CD-Audio, and " NO" for Wave playback. To quit the installation, click on "ABORT".

We suggest using CD-Audio playback because this is ideal for "normal" PCs. Wave playback should only be used on fast computers. See the appendix "Trouble Shooting" for further advice.

Let's move on to the configuration of your graphics card. The speed of your VGA card is determined by the program and settings are saved in the GAME.INI configuration file. You can choose either monochrome or color display. The videos are played in either black and white or color mode. Black and white mode gives you a faster playback but try both configurations to decide what setting to use.

Finally your setup info is copied to your hard disk drive. Enter the target directory in the input line or just accept the suggested directory. Depending on your sound and graphics settings you can choose additional options such as minimal or optimal installation. The amount of available disk space depends on your settings, e.g., Wave audio or CD-Audio playback.



For best results we suggest to choose CD-Audio playback and optimal installation. Click "OK" to start the installation procedure. (It can be stopped anytime by clicking on "ABORT".)

Starting the game

DOS

Insert the EARTH 2140 CD-ROM in your CD-ROM drive. Enter the following commands to start the game

C:\INTRPLAY\EARTH <ENTER> **(use the appropriate directory if necessary)**

GAME.EXE

You can now choose your graphics mode to use. You can also use a batch file to start the game using a specific graphics mode directly. Using EARTH640.BAT starts the game at 640 x 480 using 65,536 colors. On a faster

PC you can also try EARTH800.BAT to run the game at 800 x 600 using 65,536 colors.

To change settings on your configuration (i.e. your soundcard or video playback) enter the configuration setup at any time by starting SETUP.EXE. Follow the instructions displayed on the screen.

Windows 95

Insert the EARTH 2140 CD-ROM in your CD-ROM drive. Click on "START" on your Windows95 desktop and go to the program group EARTH 2140 and click on EARTH 2140.

EARTH 2140 uses the AutoPlay feature of Windows95. Make sure, this feature is enabled and all your drivers are installed correctly. When you insert the EARTH 2140 CD-ROM in your drive, you can either start the game or re-run the configuration program once EARTH 2140 has been installed. Choose the option you want and click on "OK".

Operating the Game

If you are starting EARTH 2140 for the first time the Intro video will be played along with the introduction, then the Main Menu appears.

By moving the Mouse along the left-hand and right-hand edges of the screen you can move about the Main Menu.

In the Main Menu you have the following choices:

Network	Click here to participate in a Network game or to host a new Network game. You can find further information on Network games on page 56 of this manual.
Serial/Modem	Click here to start a game using a modem or a direct serial connection.
Data base	Click here to access the EARTH 2140 Data base. Here you will find a list of all battle units, vehicles and structures in the game, with relevant information about each.

Click here to start playing the game on the side of the United Civilized States.

Click here to start playing the game on the side of the Eurasian Dynasty.

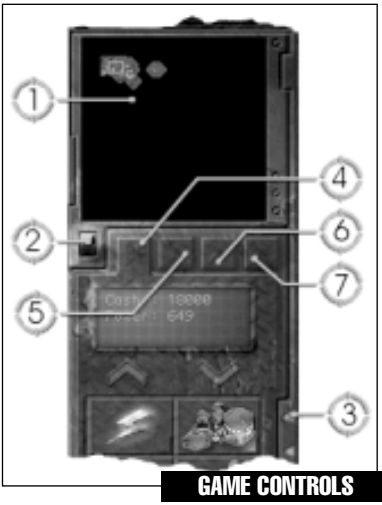
Load	Click here to load a previously saved game. A window will appear in which all saved games are listed. Select the saved game of your choice and click "OK".
Intro	Click here to look at the intro video of the game again.
Credits	Click here and you'll see all the scatterbrains, sleepyheads and workaholics who made their contribution to this project.
Quit	Click here to leave EARTH 2140.

Once you have selected which side you're fighting for, a map of the world will appear on which you can select a region. After choosing a region your missions will be loaded followed by the briefing. Then the mission is started and the game comes on the screen like this:

On the lower screen edge you will find the status line in which all commands and communications e.g., messages, or warnings are shown. For example, when you choose an item (e.g., a fighting unit, vehicle or structure) its name will be shown in the status bar. As you move the mouse inside one of the control elements (see the following pages) explanations for each symbol will be displayed.

On the left hand side of the screen you will find the game's controls.

The game controls are the most important element of the game. Most of the functions and options are controlled from here. The game controls will be described on the following pages. The default position of the bar is the left hand side of the screen. Use the <TAB> key to shift the bar to the right hand side of the screen. To see more of the actual battle, click on the Hide bar (3) to have the game's controls disappear with only the hide bar in view. Click on the Hide bar again to restore the game controls again.



GAME CONTROLS

On this map (1) a reduced overview of the whole game surface is shown, i.e. the geographical characteristics, terrain, resources as well as structures and vehicles. The vehicles are presented as small dots and the buildings as middle-sized squares. If action is taking place inside a structure, it flashes on the map. A radioactively contaminated area is always shown as an area of black and white dots.

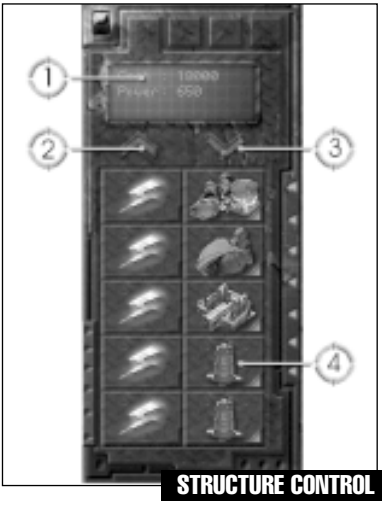
Click on button (2) to switch to the RAW-mode which will display only units, structures and resources. Here the itinerary stops of your vehicles are displayed for which a route macro (see page 10) has been defined.

(4), (5), (6) and (7) represent four further controlling elements.

Structure Control (4)

In (1) of the Structure control the current balance of your account and your energy surplus is shown.

Using arrows (2) and (3) you can move around the list of structures. (4) shows all the structures you have built. A structure icon is always shown as two symbols: on the left the status icon, on the right the structure icon. The status icon shows either a yellow flash indicating that energy has been switched on or a silver flash indicating that energy has been switched off. If energy has been switched off then



STRUCTURE CONTROL

nothing can happen in that structure. If something is being manufactured in a structure a depiction of the item being manufactured is shown instead of a status icon. A vertical bar indicates level of production.

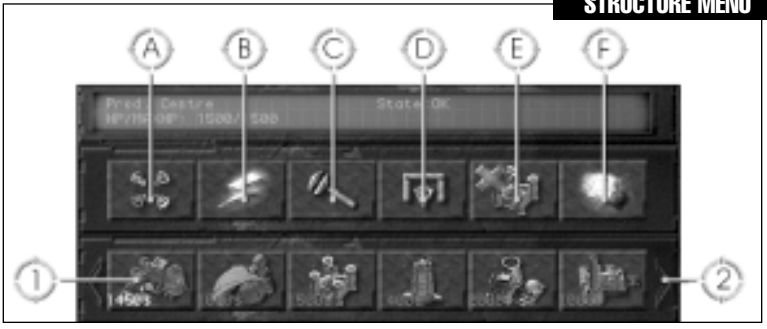
The symbol for the item last built always remains beside the depiction of the building. Click the item symbol with the left hand mouse button to add another item.

Use the left hand mouse button to define the number of items to be produced. With each click the number of items to be built is raised by one until a value of 5 has been reached. Beyond 5 a plus sign appears instead of a numeral, this represents an indefinite production of the item. Another click will reset the counter back to 1.

Clicking the left hand mouse button on the structure symbol opens the structure menu.

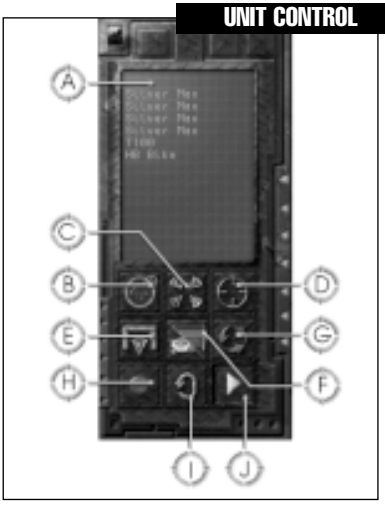
The Menu has three parts.

STRUCTURE MENU



- INFO DISPLAY shows the structure's name, energy consumption and status.
- Under Info-Display you will find the icon bar for the functions of the current structure. (A) click on this icon to display the structure on center screen. (B) switches off the energy supply for the structure. (C) appears only when the structure has been damaged and you want to repair it (which of course costs money). The same symbol stops repairs. (D) instructs all units (small combat units and civilians) to evacuate immediately. (E) stops production or additional construction (e.g., adding a defense tower or making extensions to a nuclear power station). To activate or deactivate self-destruction use (F).
- The bottom row (1) lists the different items which you can add to each structure. You can scroll through a list of these items using arrows (2). This list also describes the size and functions of each combat unit available to you. The functions which are actually available depend on your chosen units.

Unit Control (5)



This control panel shows the functions and information of the single fighting units or groups. The picture shows a summary of all available commands in the game. The actual commands depend on the chosen units.

(A) Info display - all highlighted units are listed here. On the example display on the left you'll see that this particular group consists of four Silver Max battle units, a T100 and a Hell Bike.

Under info display you will find the commands for the units:

(B) Guard - when this command is selected the unit will guard the immediate surrounding area. As soon as an enemy unit appears within their area they will attack without, but will stay within the sector.

(C) Move - the unit moves to the target indicated by the cursor.

(D) Attack - is similar to the Move command. The unit moves towards the indicated target and attacks. In most cases the command Move is active. However, if you click on an enemy unit, your unit will attack automatically, so in most cases you don't need to use the Menu command.

(E) Leave - releases the units from their highlighted locations (e.g. building or transporter).

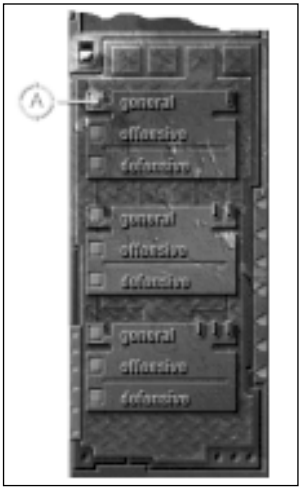
(F) Mine/Wall - a special command for the MINER or MINER BT (see page 33 and 48). This switches between minelaying and barrier building.

(G) Escort - choose a unit which will be escorted by your current unit.

(H) Route Macro - the last three commands define Route Macros. These define the route, with a maximum of eight intermediary points, for the current unit or for a group. You can determine exactly which route the unit should take. Click on this icon to start the Macro. Now click on the first point on the game surface or on the map to which the unit should move. Under info display (A) the internal coordinates for this point will appear. You can now define a further seven points. When all eight points have been saved your route is automatically programmed in. (I) lets you redefine your route. To start moving the unit, use (J).

Having defined your route, you can switch to RAW mode to have it displayed on the map.

Strategy Control (6)



EARTH 2140 has a special strategy feature at its disposal: Virtual Generals. This means there are three independently acting command computers which can have control over a unit or a group. Choose the desired unit and activate a general by clicking (A). Now you can determine whether the general should operate defensively or offensively, i.e. whether he should mobilize the group to track down and destroy enemy troops, or whether he should only patrol the area within his observation and communication range without following possible attackers.

To gain control over a unit or group allocated to a general you only need to click (A) to deactivate him. This general is then free again to have a new unit or group be assigned to him.

Game Control (7)

All the most important functions in the game are activated by the game controls. The Load icon calls up a list of games which have been saved up till now. To load a chosen game simply click on it. The Save option saves your current game level. From the list choose a blank position in which you give a short description of the current game level to be saved. Finally click on the icon "Save". If you've too many levels saved already, you can overwrite an existing one.

Click on Mission to display the mission objective. If you're not completely sure which objective still needs to be attained in the current mission, you'll see a short description as given in the briefing (but with no background info.) Click End if you wish to start the mission again or exit and return to the Main Menu.

The Control and Interface buttons list a number of further game options.

Fog - Use this button to switch off the fog. In the game all areas of the game surface which have not been explored are covered over black. The field of vision of a unit is obscured by the fog. You can see the area, but not the enemy units which may be hidden there.

Status Bar - This can be activated and deactivated. (A description of

the Status Bar can be found on page 9.)

With **Game Speed** and **Scrolling** controls you can influence the speed of the game. With Game Speed you can determine the speed at which the game progresses. This includes the speed of the vehicles as well as all internal calculations which are carried out by the game. The scrolling speed determines how fast the game surface should move (scroll) when you place the mouse on the screen edge or use the cursor key.

With **Sound-FX** you determine the volume of the total sound effects range, i.e. vehicular and building sound effects, explosions, etc. To change the volume of the spoken messages use the **Language** control. The **Stereo reverse** button is used to reverse the stereo channels.

To choose a particular background tune click the **tracks** button. All available soundtracks will be displayed. Click on the tune you prefer.

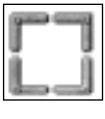
Return takes you back to the Game Controls screen.

Game Control

EARTH 2140 IS MAINLY CONTROLLED VIA THE MOUSE. THE SELECTION OF COMMANDS IS DONE AUTOMATICALLY WITHIN THE CONTEXT OF THE ACTION OR THE CONTROL ELEMENTS.

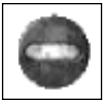
There are some further commands which are only available through the keyboard. A comprehensive list of these commands can be found under Keyboard Commands on page 15.

The cursor which appears as an arrow on the screen is mainly used for the Menu or the Control Elements. It only appears on the screen if you haven't yet chosen an item.



As soon as the cursor is placed over an item it changes to the Cursor File. The item can be defined simply by clicking on it. You can also define and mark an area in which all defined items are simultaneously highlighted. Click the left hand Mouse button and drag it across the area to be highlighted.

When you highlight an item the cursor changes to a target pointer. Then just click the left hand mouse button to tell the unit where to go. You can also place the target pointer over a unit and access information on that unit by clicking the right hand button on your mouse.



If a particular position isn't available the cursor changes to a "Not Possible" pointer as shown. You'll see this when an operation can't be carried out. You can also place the target pointer over a unit and access information on that unit by clicking the right hand button on your mouse.

The cursor always changes to a view-finder when a battle vehicle or robot has been chosen and the cursor has been placed over an opponent's item. Just press the left hand Mouse button to attack. If the target's beyond the unit's range then it will approach the target, come as close as necessary, and attack.

This pointer always appears when the cursor is placed on a structure or transporter. Your pre-selected small or medium sized unit will now carry out the command to enter the structure or transporter

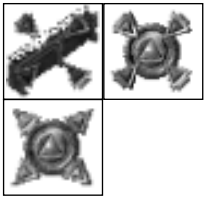
This appears if units are located inside the highlighted structure or transporter. Upon command, all units will leave a vehicle but only one unit will leave a structure.

If the cursor has been placed on a damaged structure this one will appear. Click once with the left hand Mouse button on the building to have it repaired. The time and cost of repairs depend on the amount of damage. Before you can evacuate units from a structure, you have to repair it first. (Repair pointer appears automatically). Repairs can be interrupted if desired using the Structure Main Menu (right hand Mouse pointer). If the selected vehicle is a HCU-M then this always appears when the cursor is placed over a damaged unit. Click once with the left-hand mouse button to repair the unit.

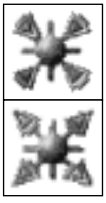
Escorts - After choosing this order from the Unit Control (see page 10), this cursor appears. Click the cursor on the vehicle to be escorted.

If the selected vehicle is a BANTHA or HEAVY LIFTER then this always appears when the cursor is placed over a resource container. Click once with the left-hand mouse button to pick up the container.

If a selected heavy transport has loaded a resource container, then the cursor changes as soon as it is placed over a refinery. Click the left hand Mouse button and the vehicle will transport the container to the refinery and place it on the conveyor-belt.



The two MINER vehicles use these three signs for their commands. Use the first to erect a wall on a selected point on the landscape. In the Unit Controls Menu you can use the MINER to lay or deactivate mines. Use the first mine pointer to lay a mine and the second mine pointer to deactivate mines.

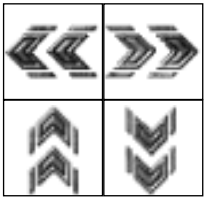


Similar to the MINER, the TTRE 400 of the UCS can also place underwater mines and deactivate them. To place an underwater mine use the first cursor. It appears immediately after selecting the command in the unit control of the TTRE 400. If you place the cursor over an under-water mine, the cursor changes as shown and the mine can then be deactivated.

This blue view-finder always appears when the selected PlasmaBlast is ready to be fired. Place the view-finder over the target and press the left hand Mouse button to fire the PlasmaBlast.

The yellow-gold view-finder appears when a launching pad for nuclear missiles has been selected and the missiles fired. Click on the target with the left hand Mouse button.

As soon as an MCU construction vehicle has found a place to build a structure, this cursor will appear. Press the left hand Mouse button to start construction.



You can scroll the game surface area by moving any cursor towards either edge of your screen. The shape of the cursor will change according to the direction you scroll (as shown). As soon as the Mouse pointer is removed it reverts to its previous shape.

Keyboard Commands

Key	Result
Cursor Key	Scrolls the game surface. Use left and right to scroll within the Menu of a structure
CTRL + Cursor Key	Select a group of units
SHIFT + Cursor Key	Fast scrolling to shift screen in the chosen direction
CTRL + 0 to 9	Forms teams with the given number
0 to 9	Activates team with this number
X	Disperses units
R	Requests reinforcements
P	Pause
F1	Creates screen shots (in the subdirectory SHOTS)
F2	Saves game
F3	Loads game
CTRL+F4 to F12	Highlights current screen position as target to be reached (Bookmark)
F4 to F12	Jumps to defined position on screen
SPACE BAR	Switches the highlighting of the units on and off
O	Switches the description of units on and off
M	Switches MINER between posting fences and laying mines
S	Causes units to remain in place
E	Escorts
A	Attack
G	Guard Area
< or ,	Play previous piece of music (Soundtrack)
> or .	Play next piece of music (Soundtrack)
TAB	Switch between left and right control bar
~ or BACKSPACE	Hides control element
HOME	Jumps to beginning of list of Structure controls
END	Jumps to the end of the list of Structure controls
SCROLL UP	Scrolls list of Structure controls up
SCROLL DOWN	Scrolls list of Structure controls down
ESC	Exits list of controls or menu of a Structure
CTRL	Adds a unit to current group
ALT	Removes a unit from current group
ALT+1	Structure Control
ALT+2	Unit Control
ALT+3	Strategy Control
ALT+4	Game Control

ADDITIONAL KEYBOARD COMMANDS FOR NETWORK

Key	Result
C	Form an alliance (Cooperate Mode)
R	Leave network game
ENTER	Enter a message. Press the ENTER key once again to send message

Inventions

AI Mine - These intelligent mines react to the signals of certain transmitters. When they are planted, they can be controlled so that they only explode when the enemy treads on them.

Laser Detector - Laser detector technology enables research into laser-weapons, and is the basis for all navigation instrumentation.

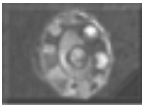
Plasma Bomb - Plasma bomb technology enables the construction of a HellWind Bomber. This important invention also enables the construction of PlasmaBlast.

Large Laser Cannon - This technology enables cannons with enormous firepower to be built. The generators required by these weapons cannot be fitted to mobile units and can therefore only be used on defense towers.

High Performance Impulsion - This impulsion unit is, due to its performance and compact size, the only way to build robots or similar battle units. Traditional impulsion units would not be efficient enough for most units.

Fast Repair - The "Fast Repair" technology enables repairs on the move. This involves mobile repair vehicle HCU-M.

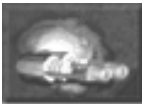
Small Missile Impulsion - The technology required for construction of small missiles.



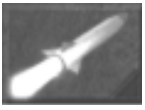
Nuclear Impulsion - It is this technology which enables the construction of buildings and some heavy units (only the MCU building vehicles are still based on traditional impulsion, which is why they move so slowly).

Nano-Technology & Teleportation - Teleportation is the first step in the development of dematerialization. Nano technology is a must for the construction of vehicles such as the SHADOW or SCREAMER.

Laser Cannon - This laser technology is needed to build medium sized laser cannons. Since they are so heavy and their generators so large, they can only be placed on medium to large sized track vehicles.



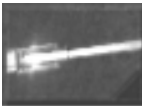
Plasma Weapons - This is the basis for the development of all heavy plasma artillery.



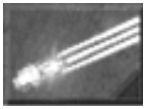
Large Missile Impulsion - This is necessary for the construction of large long-range missiles. The barrel of the cannon that fires these missiles is so large, that it can only be placed on strong and large track vehicles.

Nuclear Reactor - Without nuclear reactors it wouldn't be possible to build structures with their own energy supply.

Plasma Fusion - This technology is used to improve the performance of some plasma weapons.



Plasma Cannons - This type of plasma weapon technology allows the construction of small but very powerful plasma cannons.



Large Plasma Cannon / Plasma Beam - The latest development in the field of plasma weapons is the large plasma cannon; its method of construction enabling high performance, mobile plasma cannons to be built.

Regeneration - Regeneration is necessary for the manufacture of BIO Regeneration vehicles.

Flight/Anti-gravitation - Both these technologies are required for the construction of flying objects and anti-gravitational flying objects.

Atomic Bomb - With this new type of atomic bomb the Eurasian Dynasty has an extremely powerful destructive weapon.

Ionic cannon - This technology is the latest achievement of the Eurasian Dynasty. Ionic weapons don't destroy mobile targets, they simply immobilize them, allowing them to be restored, reprogrammed and put to use against the enemy.

Construction Overview of UCS Units

Vehicle	Building required	Invention required
MCU	UCS Production plant	-
BANTHA	UCS Production plant	-
HCU-M	UCS Production plant	Fast repair
HEAVY LIFTER	UCS Production plant	Flight/Anti-gravitation
SILVER ONE	UCS Robot factory	-
SILVER R	UCS Robot factory	Small missile impulsion
SILVER MAX	UCS Robot factory	Plasma cannon
SILVER T	UCS Robot factory	AI Mine
T100	UCS HeavyTech	-
RAPTOR ES	UCS HeavyTech	High performance impulsion
RAPTOR AD	UCS HeavyTech	Small missile impulsion
TIGER ASSAULT	UCS HeavyTech	Small missile impulsion
TIGER HELLMAKER	UCS HeavyTech	High performance impulsion
SPIDER	UCS HeavyTech	Plasma cannon
SPIDER II	UCS HeavyTech	Large missile impulsion
HELLBIKE	UCS HeavyTech	-
ATM 500	UCS HeavyTech	-
MINER BT	UCS HeavyTech	AI Mine
SHADOW	UCS HeavyTech	Teleportation
WTP 100	UCS HeavyTech	Nuclear impulsion
RUSS III	Harbor and dockyard	High performance impulsion
TTRE 400	Harbor and dockyard	AI Mine
GARGOIL	Flight control center	Flight/Anti-gravitation
HELLWIND	Flight control center	Plasma bomb

Construction Overview of UCS Buildings

Building	Building required	Invention required
UCS Production plant*	-	Nuclear impulsion
UCS Robot factory	Power station	-
UCS HeavyTech	Power station	-
Power station	UCS Production plant	-
Mine	Power station	-
Refinery	Power station	-
Research center	Power station	-
Flight control center	Research center	Flight/Anti-gravitation
Harbor and dockyard	UCS HeavyTech	Nuclear reactor
Teleport	-	Teleportation
Plasma control center	Research center	Plasma Weapons
PlasmaBlast	Plasma control center	Plasma Weapons
Small defense tower impulsion	UCS Robot factory	Armament: Small missile
Large defense tower	UCS HeavyTech	Armament: Plasma cannon

* required for the construction of all buildings.

Construction Overview of ED Units

Vehicle	Building required	Invention required
MCU	Main building	-
BANTHA	Main building	-
HCU-M	Main building	Fast repair
HEAVY LIFTER	Main building	Flight/Anti-gravitation
A01 Android	Bionic production plant	-
A02 Android	Bionic production plant	Small missile impulsion
A03 Android	Bionic production plant	Ionic cannon
A04 Android	Bionic production plant	AI Mine
ST01B Tank	Vehicle factory	High performance impulsion
ST02 Tank	Vehicle factory	High performance impulsion
MT 200 Medium tank	Vehicle factory	Nuclear impulsion
MT 201L Medium tank	Vehicle factory	Laser cannon
HT 30 LR "Crusher"	Vehicle factory	Laser cannon
HT 33R Large tank	Vehicle factory	Large missile impulsion
HT 34J Large tank	Vehicle factory	Ionic cannon
TUR-Transporter	Vehicle factory	-
BIO - Regeneration vehicle	Vehicle factory	Regeneration
BTTI - Exploration vehicle	Vehicle factory	-
MINER - Mine planter	Vehicle factory	AI Mine
SCREAMER	Vehicle factory	Nano-Technology
SHARK Fast boat	Harbor and dockyard	High performance impulsion
WTRN High sea transporter	Harbor and dockyard	High performance impulsion
KT 30 Battleship	Harbor and dockyard	Large missile impulsion
STORM- Exploration helicopter	Flight control center	Flight/Anti-gravitation
THUNDER-Battle helicopter	Flight control center	Flight/Anti-gravitation
HAT-Transporter	Flight control center	Flight/Anti-gravitation

Construction Overview Of ED Buildings

Buildings	Building required	Invention required
ED Main building*	-	Nuclear impulsion
Bionic production plant	Power station	-
Vehicle factory	Power station	Nuclear reactor
Power station	Main building	-
Mine	Power station	-
Refinery	Power station	-
Research center	Power station	-
Flight control center	Research center	Flight/Anti-gravitation
Harbor and dockyard	Vehicle factory	Nuclear reactor
Bunker	Main building	Nuclear reactor
Ballistic control center	Research center	Atomic bomb
Firing platform for atomic missiles	Ballistic control center	Atomic bomb
Defense tower impulsion	Bionic production plant	Armament: small missile
Large defense tower	Vehicle factory	Armament: Plasma cannon
Bunker	Main building	

* required for the construction of all buildings

Vehicles Used by Both Sides

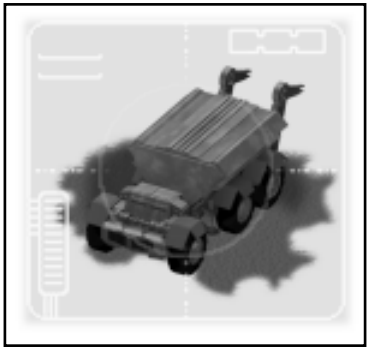
MCU (META CONSTRUCTION UNIT)

The MCU is a heavy vehicle which is used to construct all types of buildings. However, the type of building the MCU can construct must first be defined and cannot be changed.

The MCU is a large, heavy, slow-moving vehicle, which is very difficult to navigate. It does, however, have thick Armor-plating, making up for its weaknesses should the enemy launch a small attack. Bear in mind, however, that the MCU is unarmed.

Armor:	thick
Armament:	none
Price:	depends on the type of building to be constructed

BANTHA - TRANSPORT VEHICLE



The BANTHA is a solid, heavy vehicle which is used to transport containers of raw materials from mine to refinery. It can only carry one container at a time. Once the BANTHA is shown the mine from which the raw materials need to be collected, it drives there and picks up the first container. It must then be shown the refinery to which it has to bring its load. All further containers are then collected from the mine and delivered to the refinery automatically.

The BANTHA is a vehicle with medium speed, medium Armor-plating and is unarmed. However, its weight and construction enable it to simply roll over the enemy's soldiers.

Armor:	medium
Armament:	none
Price:	$400

HCU-M - MOBILE RESTORATION UNIT

The HCU-M is the mobile version of the HCU Restoration Unit which is used to repair buildings. The HCU-M is used to repair damaged vehicles and military units. It is controlled by the central computer.

The Eurasian Dynasty's troops use a modified version of the HCU-M. This version, controlled by the central computer, is able to restore the enemy's vehicles, which have either been damaged or immobilized by ionic weapons. These vehicles are reprogrammed for Eurasian purposes.

Armor:	medium
Armament:	none
Price:	$800

HEAVY LIFTER - HEAVY AIR-TRANSPORT UNIT

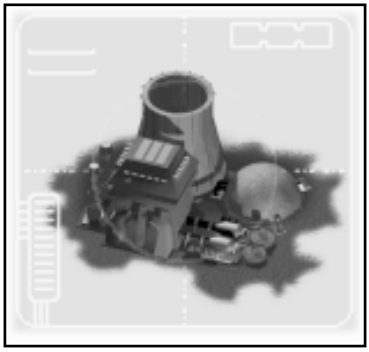
The HEAVY LIFTER is a heavy, flying transporter used, (like the BANTHA), to transport raw materials from mine to refinery. Since it can fly it is extremely useful in transporting resources over long distances or mountainous terrain. The HEAVY LIFTER is very maneuverable, allowing it to be loaded and unloaded quickly.

Despite being expensive and slow, it is very useful in situations where a BANTHA is either very slow or cannot be used at all.

Armor:	medium
Armament:	none
Price:	$800

Buildings Used by Both Sides

POWER STATION



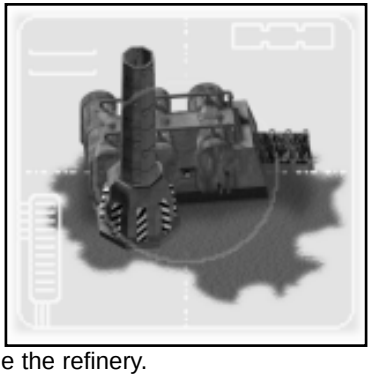
The nuclear power station is built in modules. Two further modules, each generating 500 energy units, can be added at any time.

The power station itself generates 2000 energy units. The nuclear power station is used to supply structures which are unable to generate energy themselves. Structures which have no energy are not active. They cannot construct anything and their defense systems are unusable.

The destruction of a nuclear power station has serious consequences for the direct environment. Due to atomic contamination, any unit which remains in the building for too long will be destroyed. The contamination will overload the generators of most vehicles, eventually destroying them.

Armament:	none
Armor:	none
Resistance:	medium
Price:	$2,000, thereafter $500 for each module
Energy supplied:	2,000 energy units + 500 energy units per module

REFINERY



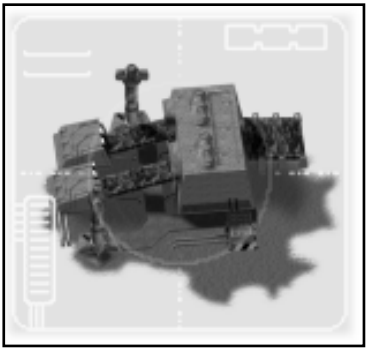
The refinery processes the raw materials excavated from the mines. The raw materials are then sold thereby improving the budget. Each container is filled with resources to the value of $200.

The refinery is fully automated and does not require any personnel whatsoever.

The containers are brought to the refinery using either a BANTHA or HEAVY LIFTER. They load the containers onto a conveyer belt which transports the containers inside the refinery.

Armament:	none
Armor:	cannot be damaged by normal firearms
Resistance:	medium
Price:	$1,000
Energy requirements:	300 energy units

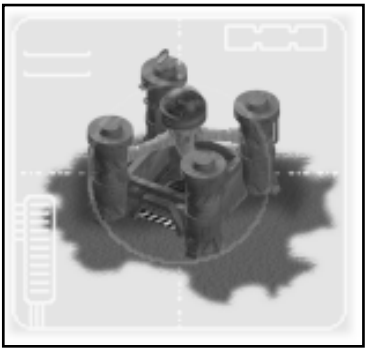
MINE



Resources are extracted from the depths of a mine. Mines are completely automated and do not require personnel. The extracted ores are placed in containers and transported to a refinery by either a BANTHA or a HEAVY LIFTER. Each container contains resources to the value of $200. A mine can only be built in locations containing resources. You cannot build a mine anywhere else. If there are plenty of resources, you may have to build a new mine, if one stops producing. A mine can only extract resources in a certain area. When all the available resources have been extracted the mine shuts down.

Armament:	none
Armor:	cannot be damaged by normal firearms
Resistance:	medium
Price:	$800
Energy requirements:	200 energy units

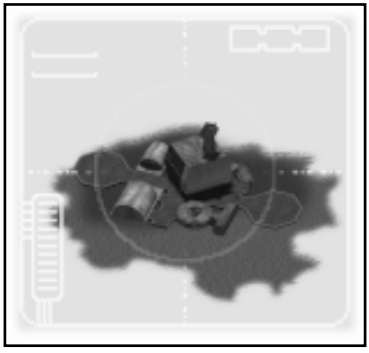
RESEARCH CENTER



The research center has a very important role. This is where research takes place, resulting in the construction of newer, even better weapons, vehicles and buildings. Research cannot be influenced from outside the research center and is not always successful.

Armament:	none
Armor:	none
Resistance:	medium
Price:	$1,500
Energy requirements:	200 energy units

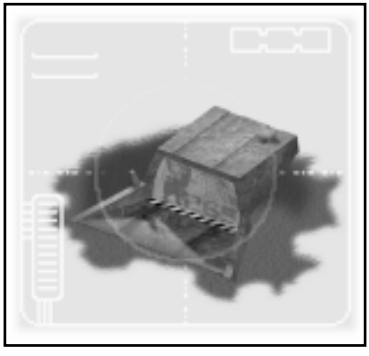
FLIGHT CONTROL CENTER



With the AIR BASE you can construct anything that flies. This building is principally there to control these objects, but is also used to supply fuel and ammunition, a process which takes place in the landing areas. Since all flying objects are constantly in touch with the air base, it is fully automated, requiring no personnel.

Armament:	none
Armor:	none
Resistance:	medium
Price:	$1,300
Energy requirements:	200 energy units

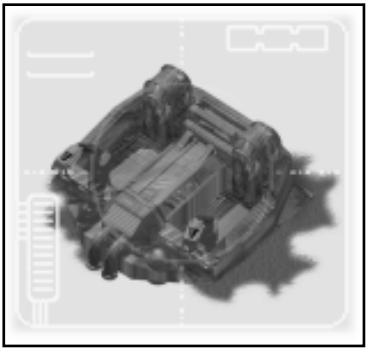
BUNKER



The bunker is a heavily fortified structure, the largest part of which is underground. The only part that can be seen is the entrance with a heavily armored sluice. There is enough room in a bunker for up to 6 small vehicles or units, providing shelter if the enemy launches an attack. If the enemy has enough firepower to actually destroy the bunker, then all units inside will be evacuated shortly before it is destroyed.

Armament:	none
Armor:	very thick; offers protection against almost anything that can be thrown at it
Resistance:	very good
Price:	$800
Energy requirements:	none; has its own power generators

HARBOR & DOCKYARD



The WATER BASE is where ships and boats are built.

It consists of control center and dockyard plus a launching dock. A WATER BASE can only be built at the water's edge, and requires enough space for the dock from which to launch the vessels.

Armament:	none
Armor:	medium
Resistance:	very good
Price:	$1,200
Energy requirements:	300 energy units

UCS Units

SILVER ONE

SILVER series battle units are similar in form to a human skeleton. 2meters tall, their chassis is made of titanium and has a hydraulic motor. SILVER battle units have a type 7 MinNuclear reactor and a protective alloy made of different elements. The MinNuclear reactor also has a self-destruct device. These multifunctional battle units are controlled by the new XPARC 2000B family of processors, making the SILVER units excellent tactical and strategic battle units. There are always seven of these SILVER battle units in a group; a great attack group for taking over enemy buildings.

SILVER ONE is armed with a large machine gun and is ideal for fighting androids and lightly-armored vehicles.

Armor:	lightweight
Armament:	large machine gun
Price:	$50

SILVER R

The SILVER R and the SILVER ONE are similarly constructed, the only difference being in their weaponry. SILVER R has a rocket launcher instead of a machine gun. This makes it efficient at destroying static targets and light or middleweight vehicles. The SILVER R can fire smaller rockets in the event of an air-raid. The unit is so small and zippy, it is ideal for doing battle with ED helicopters.

Armor:	lightweight
Armament:	rocket launcher
Price:	$75

SILVER MAX

SILVER MAX units, armed with plasma cannons, are a danger to mobile units and even heavily armored vehicles.

Armor: lightweight
Armament: plasma gun
Price: $100

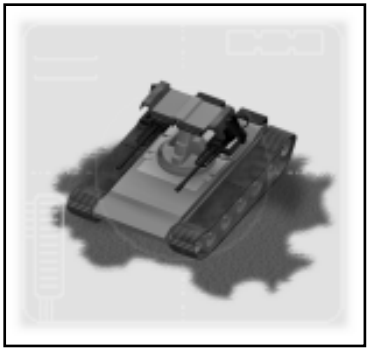
SILVER T

SILVER T units are armed with a deadly self-destruction detonator. Activated, the SILVER T unit becomes a kamikaze heavily armored for penetration to its target, which can be a building, a vehicle or a group of small battle units.

Armor: medium
Armament: self destruction detonator
Price: $70

T 100 - LIGHTWEIGHT TRACK VEHICLE

The T 100 is mainly used to destroy Type A androids, using its two rotating 22mm machine guns. It is a small unit, hugging the terrain, making it hard for larger vehicles to sight and target it.

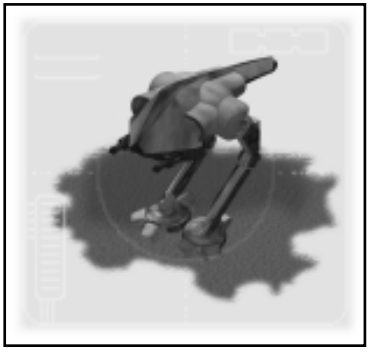


Armor: lightweight
Armament: two 1" machine guns
Price: $130

RAPTOR ES

This fast and agile battle robot is ideally suited for close combat and for accompanying the heavily armored TIGER-type destruction machines.

Its two 1" light machine guns, with uranium coated barrels, and its new generation protective armor, an alloy of different elements, give it an advantage which lightly armored vehicles and small battle units will find hard to beat in close combat.

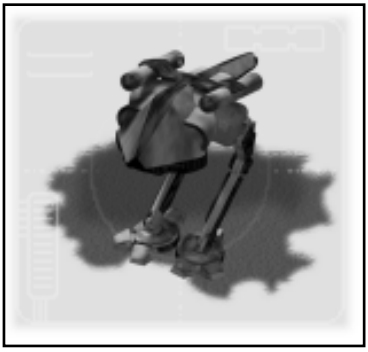


Armor: medium
Armament: two 1" machine guns
Price: $250

RAPTOR AD

The RAPTOR AD is a modified version of the fast and agile RAPTOR.

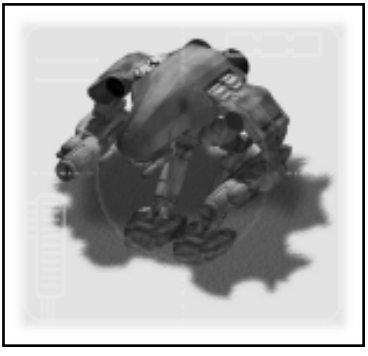
It has two small rocket launchers. These can be reloaded fast. They are great for ground-to-air combat, effective against light and middleweight vehicles and can destroy structures.



Armor:	medium
Armament:	launcher for small rockets
Price:	$300

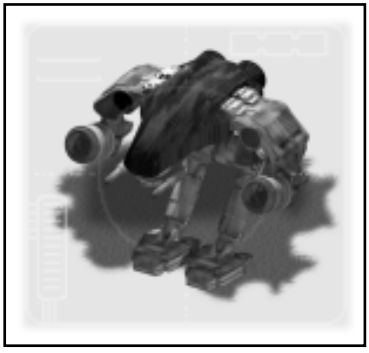
TIGER ASSAULT

TIGER-type battle robots are middleweight, heavily armored battle machines, mainly used when attacking the enemy. They are still very fast, in spite of all that armor. TIGER-Assault robots with their two lightweight rocket launchers, are true all-round destroyers. They are connected directly to the central computer and have their own built-in new generation artificial intelligence (AI).



Armor:	heavy and bullet-proof
Armament:	two lightweight rocket launchers
Price:	$700

TIGER HELLMAKER



The HELLMAKER is part of the first generation of TIGER-Series battle robots.

They have two devices for firing napalm-type bombs which can burn a complete army of small battle units to death within seconds. In combat with a light or middleweight Eurasian Dynasty tank, the DXC additive in the napalm will corrode and burn the tank's armor.

Armor:	heavy and bulletproof
Armament:	two napalm bomb firing devices
Price:	$500

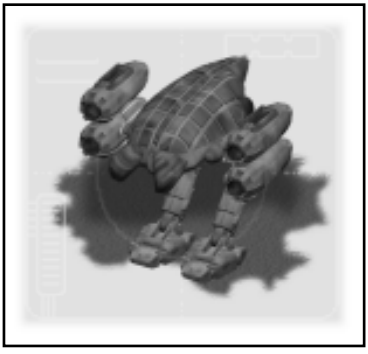
SPIDER

The SPIDER is a heavy unit with its own artificial intelligence which receives battle commands from the central computers.

The SPIDER's armor is strengthened with a special alloy, which makes it even more rocket-proof. Armed with two quick-fire plasma rockets, it's slower than the TIGER-series, but thanks to those new generation plasma guns it carries, it's great for backing up battle robots, e.g., the TIGER series, when they launch an attack on the enemy.

Armor:	heavy
Armament:	two plasma guns
Price:	$1500

SPIDER II



The name SPIDER II might suggest that it is an improvement on the SPIDER. However, it was obvious from the beginning of development that this was to be something completely new. A zippy, fast reacting fortress was about to be created.

The result is a heavily armored unit with its own cluster of reaction CPUs and four firing devices for large rockets. Two of these rockets can be fired in quick succession while the other two are being reloaded. This firing capability makes the Spider II deadly.

The SPIDER II is the definite leader in terms of UCS destructive power.

Armor:	heavy
Armament:	four firing devices for large rockets
Price:	$1700

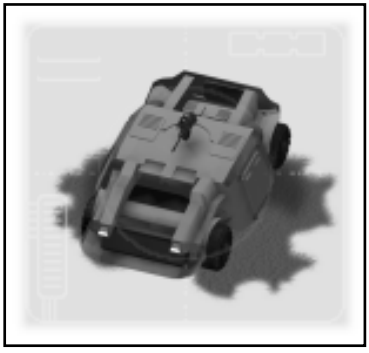
HELLBIKE

The HellBike, mainly used as a fast reconnaissance vehicle, is equipped with a napalm grenade launcher. Its lightweight armor enables it to be used for lighting strikes on small enemy battle units, but not for lengthy firefights. Its high speed and the DXC additive in the napalm grenades make it a killer of light and middleweight tanks.

Armor:	lightweight but fireproof
Armament:	napalm grenade launcher
Price:	$200

ATM 500 - ARMORED TRANSPORTER

The ATM 500 is an armored vehicle used for transporting small battle units like the SILVER series. The ATM 500 can hold six units and can get them quickly to their target, even through contaminated areas. Well armored and well armed with a heavy MG, small enemy units and watch towers will find it a difficult opponent. Built for high speed, you can't, however, use it to run over enemy units.



Armor:	middleweight
Armament:	heavy machine gun
Price:	$400

MINER BT

The MINER BT is based on the ED army's MINER. The UCS stole the construction plans and optimized the vehicle by adding a reliable building device and strengthening the armor, allowing it to operate better in battle fields.

It's a heavy, multifunctional vehicle used mainly for mining land. It can also be used to defuse enemy mines and to construct border walls.

Armor:	heavy
Armament:	heavy machine gun
Price:	$700

SHADOW - "THE CAMOUFLAGE HOOD"

The SHADOW is a tracked vehicle with a difference - it has stealth camouflaging. For decades the UCS have been researching vehicle invisibility. SHADOW is the result of that research - an improved and fully functional version of the prototype.

The new SHADOW's system can camouflage, for example, a middle sized army for any length of time.

If an ED Screamer detects the Shadow, it still has a large MG for defense against battle units and lightweight vehicles.

Armor:	middleweight
Armament:	heavyweight machine gun
Price:	$2,100

WTP 100 - AIR-CUSHION TRANSPORTER

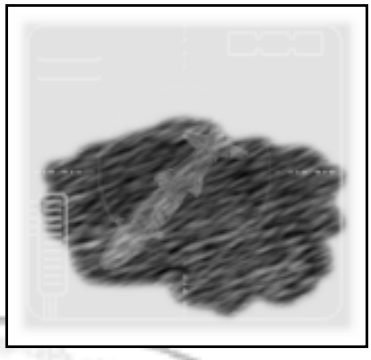
The WTP 100 is an unarmed, amphibious air-cushion transporter with two conventional forms of impulsion giving it medium levels of speed on both land and water.

The WTP transports up to six small battle or five small units and one large vehicle. But you must load the lightweight battle units first.

The weapons of any vehicle being transported by the WTP 100 are fully functional.

Armor:	medium
Armament:	none
Price:	$600

RUSS III - SUBMARINE



The RUSS III is the latest model of the reliable RUSS-series. These small, fast submarines have been used for various tasks for decades. The RUSS III is the latest version, fitted with a high-performance, low-noise motor. But what makes this submarine so special is its stealth device which makes it invisible to enemy airplanes and helicopters, even when it's just beneath the water's surface.

Its conventional torpedo launcher is enough to destroy any target moving on the water or along the coastline.

The RUSS III can only be seen by the enemy when it fires its torpedoes.

Armor:	medium
Armament:	torpedo launcher
Price:	$500

TTRE 400 - MINE LAYER

The TTR is a fast mine layer which can safeguard territories effectively from enemy ships and submarines by laying and moving water mines.

The only armament a TTR 400 carries are its mines, making it an easy target for the enemy. Its only defense is to retreat, dropping mines in the water as it goes.

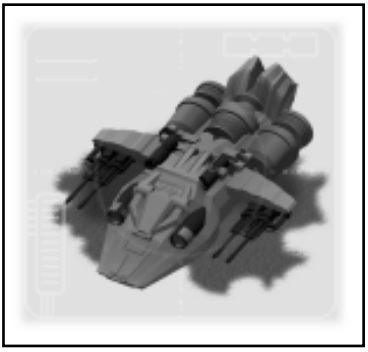
Armor:	medium
Armament:	water mines
Price:	$700

GARGOYLE - LIGHTLY ARMED ANTI-GRAVITY FLIER

The GARGOYLE is proof of the UCS's superiority in anti-gravity technology. It is faster and zippier than a helicopter.

Its two double barreled machine guns are ideal for attacking small battle units and lightweight vehicles.

The GARGOYLE is often used for reconnaissance missions.

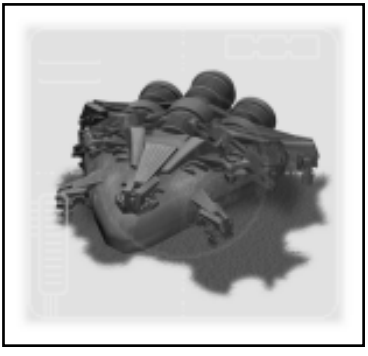


Armor:	medium
Armament:	two double barreled 22mm guns
Price:	$600

HELLWIND - ANTI-GRAVITY BOMBER

The HELLWIND is the latest generation of anti-gravity bombers. It is heavily armored and carries large quantities of plasma bombs. These are very effective and will destroy a small battle unit, a large tank or even a structure.

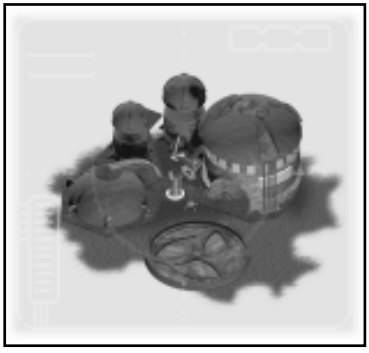
The HELLWIND always drops five bombs at a time.



Armor:	heavy
Armament:	plasma bombs
Price:	$1,000

UCS Buildings

UCS PRODUCTION CENTER

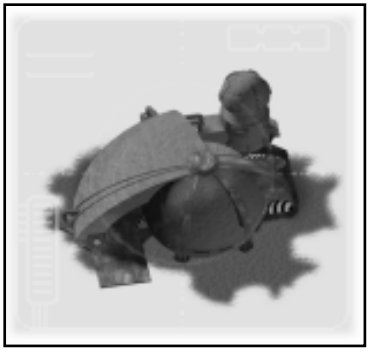


The PRODUCTION CENTER is the main building of a UCS base. This is where MCU construction vehicles are built. They are used to build all other structures. BANTHA heavy goods transporters are built here too.

When you reach the required technology level, you can start building the anti-gravity transporter HEAVY LIFTER here. You can then use it to transport resource containers faster and more efficiently.

Armament:	none
Armor:	protected from traditional weapons
Resistance:	high
Price:	$2,500
Energy requirements:	none; has its own power generators

UCS LIGHT ROBOT FACTORY



Small battle units of the SILVER type are produced in this building. The whole production process happens underground. The completed robots are then brought to the surface. This underground construction makes the light-robot factory more attack proof than a building on the surface would be.

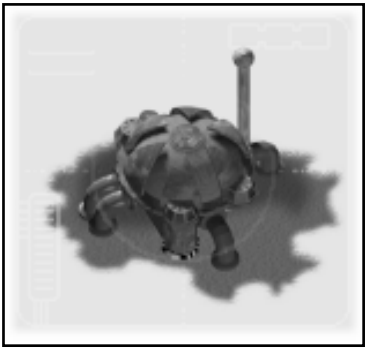
Armament:	none
Armor:	protected from traditional weapons
Resistance:	medium
Price:	$1,000
Energy requirements:	200 energy units

UCS PRODUCTION CENTER FOR HEAVYWEIGHT BATTLE UNITS

This complex (so called HEAVYTECH), most parts of which are underground, produces heavyweight battle units. The assembly takes place underground. The units are then transported to the surface where they leave the factory via a large sluice.

Armament:	none
Armor:	protected from traditional weapons
Resistance:	medium
Price:	$1,450
Energy requirements:	450 energy units

PLASMA CONTROL CENTER



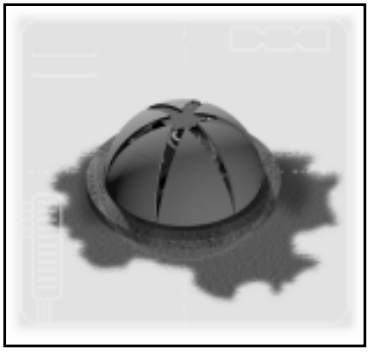
This control center is responsible for the entire PlasmaBlast, a new UCS invention. The Eurasian Dynasty still uses long distance atomic rockets, whereas the UCS has this new, even more powerful, technology. PlasmaBlast is a plasma cannon with a very strong plasma laser beam. You can destroy long distance targets using the plasma laser beam as a transport medium for a large number of plasma bombs.

This Control Center must be built before stationary PlasmaBlasts can be constructed.

Armament:	none
Armor:	protected from traditional weapons
Resistance:	medium
Price:	$1,800
Energy requirements:	200 energy units

PLASMABLAST

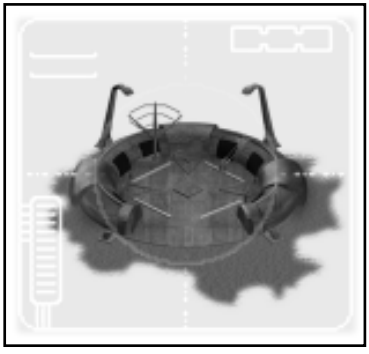
PlasmaBlast is the latest UCS invention and currently the best mass destruction device in the world. A very strong plasma laser beam is fired, not to destroy but as a transport medium for large numbers of plasma bombs. Although the PlasmaBlast can be fired as often as necessary, it does take a while for the generators to recharge.



Armament:	none
Armor:	protected from traditional weapons
Resistance:	medium
Price:	$1,500
Energy requirements:	500 energy units

TELEPORT

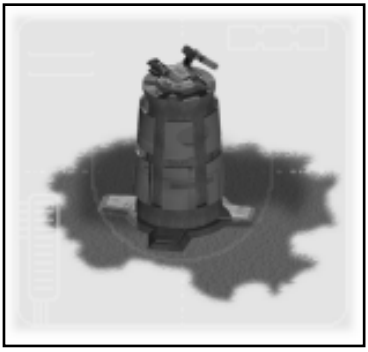
Teleport makes it possible to take delivery of goods directly from the main underground base. The items to be transported are first dematerialized and then re-materialized in the Teleport. This process not only requires large quantities of energy, it is also very expensive. So vehicles acquired in this way are more expensive than if they were built at the point of delivery. There are many situations which justify this higher price; for example, when the main base is under enemy attack. In this case, it is better to pay the higher price and have the vehicles delivered quickly.



Armament:	none
Armor:	none
Resistance:	medium
Price:	$2,150
Energy requirements:	700 energy units

LITTLE EYE - SMALL DEFENSE TOWER

This tower is a must when you create an effective defense line. The tower is built with an integrated heavyweight machine gun; this enables an immediate and hard hitting response should any small battle units or lightweight vehicles try to attack during construction. To offer any defense from middle and heavyweight vehicles, the tower must be rearmed with a rocket launcher. Alternatively a larger tower, the Big Eye, could be built.

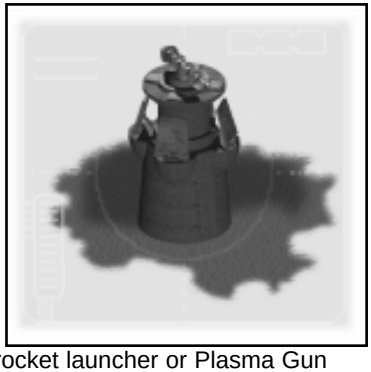


Armament:	heavyweight machine gun or lightweight rocket launcher
Armor:	protected from traditional weapons
Resistance:	medium
Price:	$400, an upgrade costs $200
Energy requirements:	50 energy units

BIG EYE - LARGE DEFENSE TOWER

The Big Eye Defense Tower is almost 18 feet tall and has a launcher holding three heavyweight rockets. For added defense you can rearm the tower with a large, quick-fire Plasma Cannon.

The Big Eye Defense Tower is hard to destroy, and from 18 ft. can identify allied units more easily.



Armament:	heavyweight rocket launcher or Plasma Gun
Armor:	protected from traditional weapons, lightweight rockets and fire
Resistance:	high
Price:	$600; an upgrade costs $200
Energy requirements:	100 energy units

Eurasian Dynasty Units

A01 ANDROID

The androids of the A-Series are constructed with a modified form of human DNA. The main aim in the development of these androids were to enhance certain aspects of human performance, such as stamina, strength and susceptibility to environmental conditions. For example, the A-Androids are still fully operational in environments with an oxygen level of 7%. They are 6 ft. tall and weigh 240lb.

A-Androids automatically come in groups of seven, optimizing their attack and defense capabilities.

The A01 is ideal for patrols, escorts and defending smaller bases. However you'll find it best at capturing enemy buildings. Attacks on hostile positions and units are better made with one of the later android models, since the A01 has no armor. The A01 comes with a medium sized MG and hand grenades which can only be used against vehicles.

Armor:	none
Armament:	medium-sized machine gun and grenades
Price:	$50

A02 ANDROID

The A02 is an enhanced version of the A01. They have the same features and differ only in weaponry. The A02 has a rocket launcher and is ideal for destroying heavyweight enemy vehicles. You can also use it for ground to air combat, its wide range rocket launcher enabling you to hit airborne targets.

Armor:	None
Armament:	Rocket launcher
Price:	$75

A03 ANDROID

The A03 differs from the others in that it has an ion cannon for deactivating enemy vehicles. The HCU-M can then be used to repair and reprogram these vehicles.

Armor:	None
Armament:	Ion cannon
Price:	$100

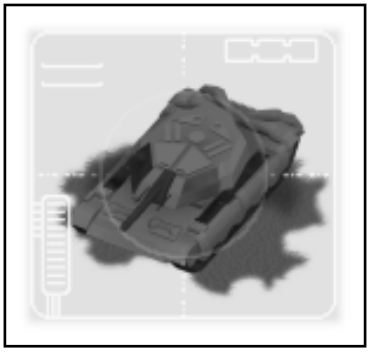
A04 ANDROID

The A04 carries mines and explosives. It can not only lay mines; it can also defuse enemy mines.

The explosives carried by the A04 make it a danger to the enemy. If the android gets hit, or if the A04 is able to get close enough to an enemy unit or vehicle, it can ignite these explosives. The damage caused more than justifies the loss of the android.

Armor:	None
Armament:	Mines and explosives
Price:	$100

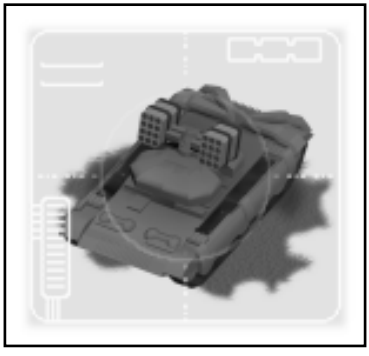
ST 01B - SMALL TANK



The ST 01B is a small tank which is ideal for destroying unarmed and lightly armed enemy vehicles. Due to its limited ability to aim, it is not designed for doing battle with fast moving targets such as enemy SILVER units. In this case it should be escorted by A-series androids. A further weakness of the ST 01B is its lightweight armor, which is easily burned by the DXC-additive in the napalm bombs used by the enemy HELL units. The on-board electronics` main priority is to pull out of such a situation.

Armor:	Light
Armament:	Small cannon
Price:	$300

ST 02 - SMALL TANK

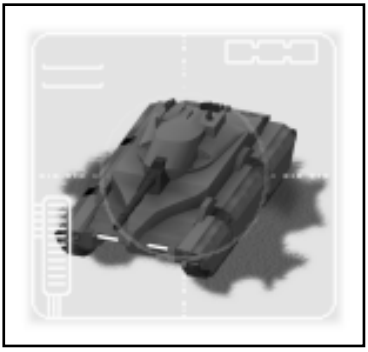


The ST 02 is a small tank, based on the ST 01B, which is equipped with a lightweight rocket launcher. It is ideal for launching attacks on small airborne targets and buildings.

Its lightweight armor makes it an easy target for the SILVER series battle units. It should be escorted by several A-series androids in this sort of battle. Just like the ST 01B, it should not be used in battles with enemy HELL-series battle units, since the armor is easily burned by the DXC-additive in their napalm bombs.

Armor:	Light
Armament:	Small rockets
Price:	$350

MT 200 - MIDDLE-SIZED TANK

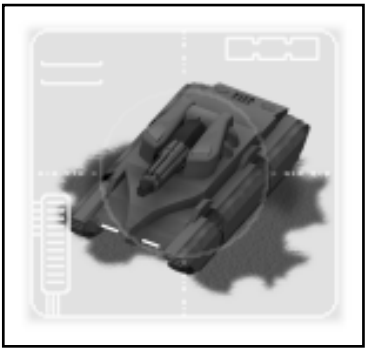


The MT 200, a medium sized tank, is an excellent weapon. Its large cannon is ideal for eliminating enemy vehicles and structures. It has good armor-plating and, compared to similar tanks, is very fast, making it hard to destroy.

Its aiming mechanism is slow, making it very difficult to combat fast and agile units, like the enemy SILVER series. However, the tank can simply roll over and crush enemy units.

Armor:	Medium
Armament:	Heavy canon
Price:	$500

MT 201L - MIDDLE-SIZED TANK



The MT 201L, being based on the MT 200, is also a middleweight tank, but is fitted with a laser cannon which is ideal for quickly destroying the enemy's lightweight vehicles. The armor plating is an improvement on the original version, making it pretty strong. This is a defense plus while the laser cannon generator is reloading. But it's still advisable to have the protection of other units. The laser cannon is effective at close range, making it a good defense weapon if enemy SILVER units launch an attack. You can use this tank to roll over and crush enemy units.

Armor:	Heavy
Armament:	Laser-gun
Price:	$800

HT 30 LR - "CRUSHER"

HT series tanks are the heavy-weights of the battle field. These huge tanks have a highly resistant armor-plating which efficiently protects them from any kind of weapon. The armor has simply everything you could wish for. It has two laser cannons, which are ideal for quickly and efficiently destroying anything, even moving targets and structures. During the relatively long length of time it takes to reload the generators, it can fire its lightweight rocket launchers. You can use these against airborne targets. The HAT 30 LR is currently the best tank in the world and carries the name "Crusher". Its main disadvantage is lack of speed due to its tremendous weight of armor and weaponry.

Armor:	Heavy
Armament:	Two laser-guns and small rocket launcher
Price:	$1500

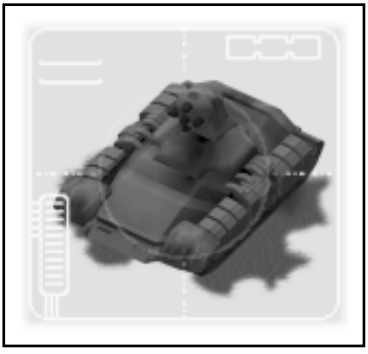
HT 33 R - HEAVYWEIGHT TANK

The HT 33 R is based on the HT 30 and has three additional launchers for large, automatic long-range rockets. This makes the HT 33 one of the most effective and destructive weapons for use against vehicles, buildings and flying targets, even when used at long-distance.

All HT series tanks have outstanding armor-plating, which can offer protection for a relatively long period of time against enemy attacks. But again, the weight slows this tank down.

Armor:	Heavy
Armament:	Launcher for big rockets.
Price:	$1,200

HT 34 J - HEAVYWEIGHT TANK

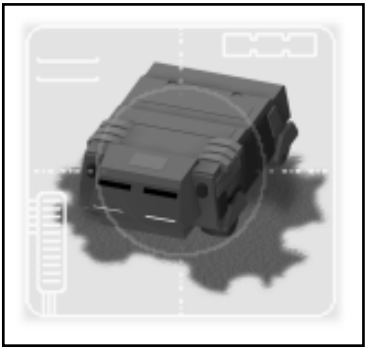


The HT 34 J (also based on the HT 30) is equipped with an ion cannon. Ion technology is the latest Eurasian Dynasty development, which enables them to take over and use the enemy's war machines.

The ion cannon paralyzes the electronics of the enemy vehicle, immobilizing it. These vehicles can then be repaired and reprogrammed by an MCU-M. So it's advisable to pair the HT 34 J with an MCU-M at all times. Due to the overly large size of its generators, an HT chassis had to be used for this vehicle, which slows it right down.

Armor:	Heavy
Armament:	Ion-canon
Price:	$1,200

TUR - TRANSPORT VEHICLE

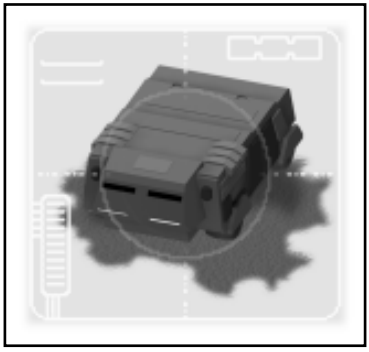


The TUR is a small, fast, unarmed vehicle used to transport small SILVER or A-series battle-units. Up to six units can be transported in a TUR, even through contaminated areas.

The TUR has lightweight armor-plating. It destroys small hostile vehicles by running over them without damage to itself. When the TUR is destroyed, all vehicles on board it are also destroyed.

Armor:	Light
Armament:	None
Price:	$300

BIO - REGENERATION VEHICLE

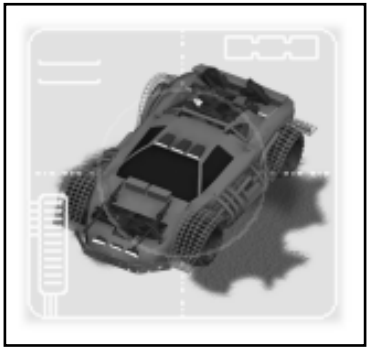


The BIO, like the TUR, is an unarmed and fast vehicle that was originally used as a civil vehicle and has been adapted for battle. It's fitted out with complete regeneration devices for A-series androids. It can repair two androids at a time.

Since the BIO only has lightweight armor-plating, it should not be used anywhere near a battlefield. It is also an easy target for fast reconnaissance vehicles. Since the androids being repaired are connected to the regeneration device, they cannot be evacuated should the vehicle be destroyed and will also be lost.

Armor:	Light
Armament:	None
Price:	$1,000

BTTI - FAST EXPLORATION VEHICLE



The BTTI is an enhanced EB110 which was built by an exclusive Italian sports-car manufacturer. The manufacturer had financial problems and had to sell the construction plans at a relatively cheap price. Some minor modifications were made, making the BTTI a fast vehicle useful for special missions.

It can be easily located by satellites, a fact which, together with its speed, makes it ideal for reconnaissance missions in enemy territory.

In order to maintain most of the typical characteristics of a high performance sports car, it is fitted with a relatively lightweight armor-plating and is primitively armed. Should it come into contact with the enemy, its only defense is retreat. This high speed car can quickly lose any pursuing enemy.

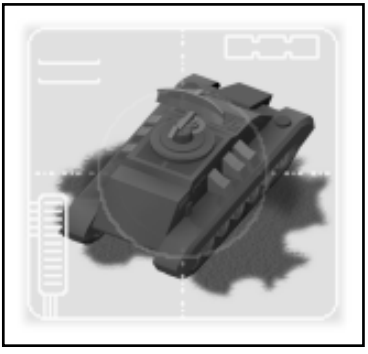
Armor:	Lightweight
Armament:	Two machine guns
Price:	$200

MINER

The MINER is a heavyweight, multifunctional vehicle used mainly for laying mines in enemy territory, making these areas impassable. It can defuse enemy mines and erect border fences, etc. Its medium weight armor-plating and large machine gun make it a battlefield unit.

Armor:	Middleweight
Armament:	Large machine gun
Price:	$700

SCREAMER

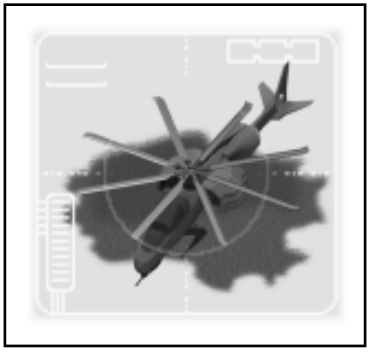


This tracer vehicle is one of the Eurasian Dynasty's most recent developments. Once they had cracked the UCS' transmission code, they completed the development of a communication vehicle, named SCREAMER in record time. This vehicle can, when within medium range, scramble the transmission frequencies used by the UCS. Once these transmissions have been scrambled, all UCS units within the SCREAMER's range lose contact with their control computer and have to rely on their own artificial intelligence, receiving neither commands nor information about the movements and strength of the enemy. The SCREAMER can also disable the camouflage device used by the UCS' SHADOW unit. It works at longer ranges than the SHADOW.

Armor:	Medium
Armament:	None
Price:	$900

STORM - RECONNAISSANCE HELICOPTER

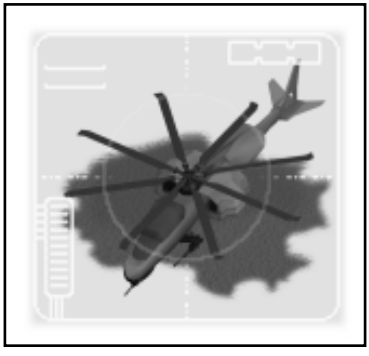
The STORM is a small helicopter equipped with a high power machine-gun. Since it is not well armed it is best used for reconnaissance flights or battles with small units, which don't have rocket launchers.



Armor: Light
Armament: Large machine gun
Price: $500

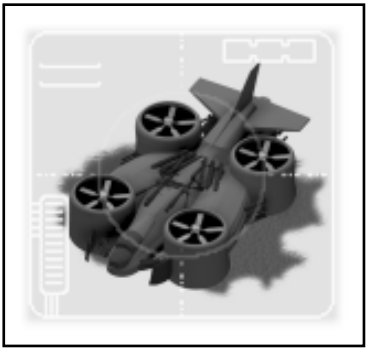
THUNDER - BATTLE HELICOPTER

The THUNDER is based on a technically improved version of the STORM helicopter. It is equipped with a small rocket launcher instead of a machine gun. It can be used on static targets and large vehicles. It is not particularly useful in battles with moving targets such as A series androids or SILVER series battle units. A certain distance from the target is required and the maneuver needed to readjust its position when the target moves makes THUNDER extremely vulnerable.



Armor: Light
Armament: Small Rocket Launcher
Price: $700

HAT - TRANSPORT HELICOPTER

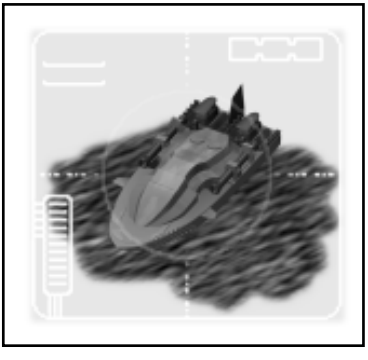


The HAT is a turbine powered transporter, whose four turbines enable it to quickly reach high altitudes and cover large distances very fast.

HAT can transport up to six A or SILVER units and is heavily armored, unusual for an airborne machine. It is ideal for moving troops, withstanding rocket fire for a relatively long period of time. It is fast enough to maneuver itself out of the line of enemy rocket attacks.

Armor:	Medium
Armament:	None
Price:	$1,000

SHARK - FAST BOAT

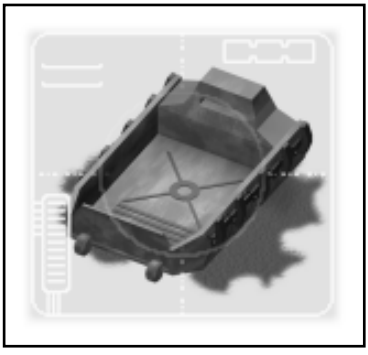


Its high velocity and its torpedoes make the SHARK ideal for quick attacks aimed at destroying enemy marine units. However, SHARK is completely helpless against land-based or airborne attacks.

A SHARK should avoid direct confrontation and use its speed to get enough distance between itself and the enemy.

Armor:	Medium
Armament:	Torpedoes
Price:	$300

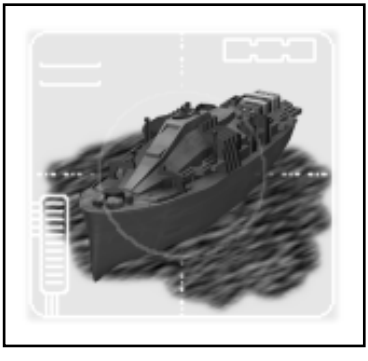
WTRN - DEEP SEA-TRANSPORTER



The WTRN is a nautical transport unit for small battle units and middle-sized vehicles. It can carry one vehicle and up to five battle units. The battle units have to board the WTRN first due to restrictions in the construction of the transporter. It can also carry six small battle units if required. The WTRN is not very fast but, due to its armor-plating, can stand up to sustained attacks from the enemy. A vehicle on board can still fire its weapons, an obvious advantage.

Armor:	Medium
Armament:	None
Price:	$500

KT 30 - BATTLESHIP



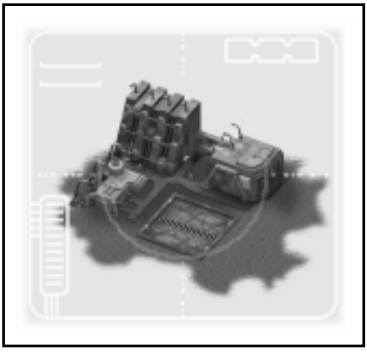
The KT 30 is a medium-sized battleship with heavy armor-plating and heavy weapons. Its disadvantage is its low speed but its heavy armor-plating and its two rocket launchers with self-guided missiles, both small and large, make it a force to be reckoned with. The KT 30 can be used to fight hostile ships or buildings that are close to shore.

You can use the small rockets against air-attacks. These features gave the KT 30 the nickname "swimming castle".

Armor:	Heavy
Armament:	Launcher for small and heavy self-guided rockets
Price:	$2,000

Eurasian Dynasty Buildings

CONSTRUCTION CENTER

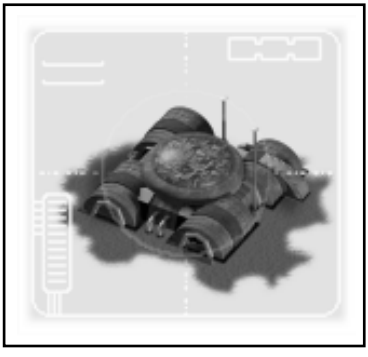


The CONSTRUCTION CENTER is the headquarters. The MCU construction vehicles are built there to be used later in constructing all kinds of structures. The CONSTRUCTION CENTER is also used to build the BANTHA heavy transporter, the mobile repair unit HCU-M and the HEAVY LIFTER.

The CONSTRUCTION CENTER can also be used to build an MCU construction vehicle to build another CONSTRUCTION CENTER.

Armament:	None
Armor:	Resistant to conventional weapons
Resistance:	High
Price:	$2,500
Energy usage:	None - contains a power generator

BIONIC PRODUCTION CENTER (BIO CENTER)

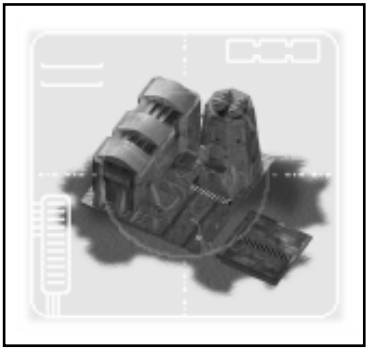


The BIO CENTER contains the production lines for A-series androids. Bionic research and clone technology improvements take place here too. The high sophistication of the technology in the bio center, makes it a prime target for the enemy. All production takes place above ground.

Armament:	None
Armor:	None
Resistance:	Medium
Price:	$1,000
Energy usage:	200 Energy units

VEHICLE FACTORY (TECH HOUSE)

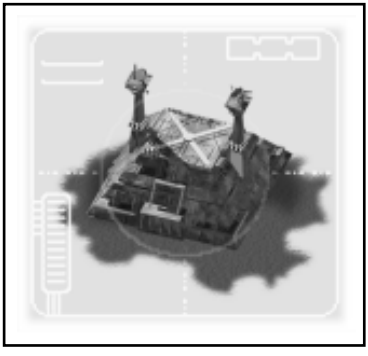
All vehicles that are manufactured in the CONSTRUCTION CENTER, except for the BANTHA, the HCU-M and the HEAVY-LIFTER, are manufactured in the TECH HOUSE. This means all other vehicles, tanks, flying machines and heavy battle machines. Most of the production takes place above ground.



Armament:	None
Armor:	Resistant to conventional weapons
Resistance:	Medium
Price:	$1,500
Energy usage:	400 Energy units

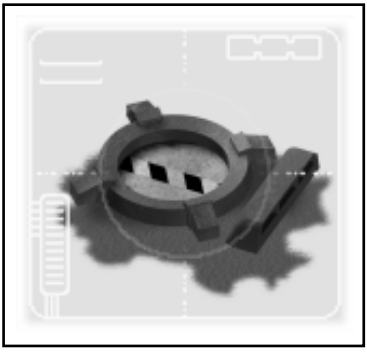
BALLISTIC CONTROL CENTER

All nuclear weapons are controlled in the ballistic control center. This center has to be built first before you can build underground launchers for nuclear rockets. These nuclear rockets are very powerful and precise. The entire area a nuclear rocket hits becomes contaminated.



Armament:	None
Armor:	None
Resistance:	Medium
Price:	$2,000
Energy usage:	200 Energy units

LAUNCHER FOR NUCLEAR ROCKETS

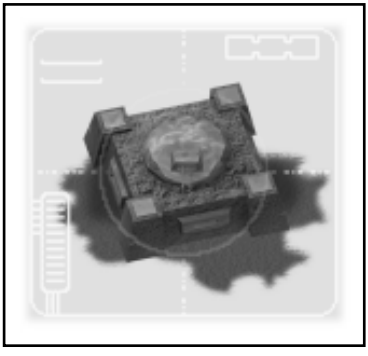


The whole apparatus is under ground. Only the gate with heavy armor-plating is above the ground, opening shortly before the launch of a rocket and closing immediately after.

A launcher for nuclear rockets holds only one rocket and cannot be used after the rocket has been launched. With its heavy armor-plating it can still be used to support a defense line.

Armament:	None
Armor:	Heavy
Resistance:	High
Price:	$1,000
Energy usage:	100 Energy units

BUNKER

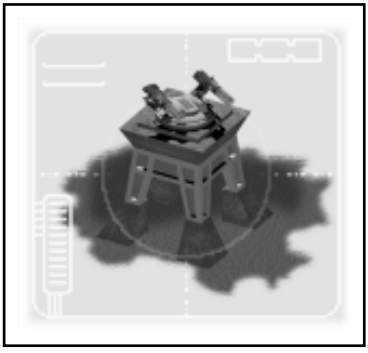


The low-lying bunker with heavy armor-plating is a strategic part of every line of defense. Even though it only contains an 8" double barrel gun, it is extremely resistant to all kinds of conventional weapons. Only large rockets or plasma guns can wear down the armor after some time.

Armament:	8" double barrel canon
Armor:	Resistant to conventional weapons, small rockets and fire
Resistance:	High
Price:	$800
Energy usage:	50 Energy units

DEFENSE TOWER

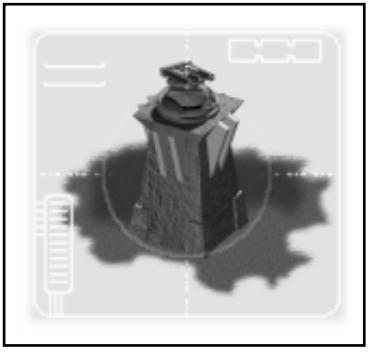
One important element of an effective line of defense is this tower which is almost 12' high. The tower is always built with an 8" cannon and can be upgraded with up to two launchers for small rockets.



Armament:	8" cannon or launcher for small rockets
Armor:	Resistant to conventional weapons
Resistance:	Medium
Price:	$400, Upgrade $200
Energy usage:	50 Energy units

HEAVY DEFENSE TOWER

The heavy defense tower is the big brother of the defense tower standing approximately 20 ft. high. It has heavy armor-plating and triple launchers for heavy, self-guided rockets. It can be upgraded by a heavy ion-cannon when the technology for its construction has been invented.



Armament:	Triple launcher for heavy rockets, can be upgraded with an ion-cannon.
Armor:	Resistant to conventional weapons, small rockets and fire
Resistance:	High
Price:	$600, Upgrade$ 200
Energy usage:	100 Energy units

Network game

EARTH 2140 can be played by up to six players simultaneously. Players can be simulated by the computer as well.

In order to play EARTH 2140 within a network, each computer has to have a network adapter and the IPX protocol installed (this usually comes along with the adapter card on your network adapter's device drivers disk. If you are playing EARTH 2140 using Windows95 (i.e. in a DOS box) you have to make sure that the IPX/SPX protocol is installed.

The network game is based on a simple principle. One player is the game master. He is in charge of the game and sets all parameters. His computer is the game server and performs all strategic calculations. So, this should be the most powerful computer on the network.

To take part in a network game click on NETWORK in the main menu. All available network games are displayed. Pick one of the games and click on START GAME.

To start an individual game and become game master, click on NEW GAME. The following screen is displayed.

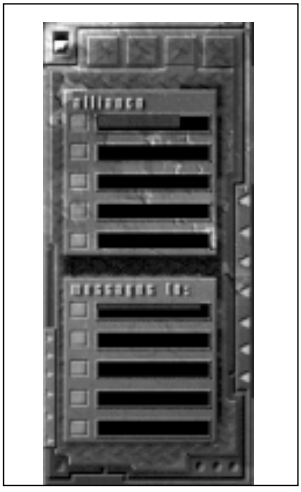
You choose how the game should look. First select a network mission from the list. Then select how many units each player starts with, the maximum level of technology that can be achieved, and whether a base or a MCU vehicle already exists. Click on PREFERENCE to use your own presets for the new game.

If you want to create one or more computerized players to join the game you can click on "+" and "-" to change the number of these players. Once you have completed all settings and all the players who should play are displayed on the list, you can start the game by clicking on START. The game is then initialized and all computers synchronized. Let the battles begin!

Network Controls

In a network game the play is controlled differently because the virtual Generals are not used. This control enables you to form an alliance between one or more players that are displayed under ALLIANCES. An alliance is formed once the other player you choose activates your name on the list too.

Click on MESSAGE TO in order to select the players who should receive your messages. Messages are sent by pressing the [ENTER] key. Enter your message in the status bar. Send it to all selected players by pushing [ENTER] again.



Tips & Hints

In case the water troops get too powerful, you should build some WTP 100 air-cushion transporters and place some SPIDER or SPIDER II units on them.

A useful attack tactic which has proven to be successful in various situations is to give control of a group to an offensive General. A second troop follows the first and destroys designated targets while the first group keeps the opponent busy.

Capturing structures without destroying them is usually a good decision to make, especially when you are only fighting a single opponent. So you should hold one or two transporters with small battle units in readiness when you attack hostile structures. Best thing to do is to assign these transporters to a troop by pressing [ALT]+[DIGIT], then you can call them directly from the battlefield.

As soon as you have discovered the hostile base, you should mark it by pressing [CTRL]+[F4] through [F12] so that you can get back there fast and keep it under surveillance simply by pressing the assigned function key.

When you have invented the flight mechanism and antigravity in your research center, you should use HEAVY LIFTERS instead of BANTHA transporters. You might also want to consider stealing containers from hostile mines with HEAVY LIFTERS.

To make money fast you should build the refinery close to the mine, especially when you use the smaller and less maneuverable BANTHA transporters. It is always useful to have two transporters go in between the refinery and the mine. Place them so that one picks up a container at the mine and the other one puts a second one down at the refinery at the same time.

More tips & hints, updates and add-ons for EARTH 2140 are found on the internet on our web-page at http://www.interplay.com. It is always useful to check this location every once in a while.

Trouble Shooting

As with any other software product, you may have problems using certain features of EARTH 2140 due to the high variety of different hardware components available for the PC.

We've provided you with a list of the most common problems that can occur in the game. For further information you can check our web-page: http://www.interplay.com or contact Customer Support.

EARTH 2140 can be run in a DOS-box using Windows95. If you encounter persistent problems running the game under Windows95, try to run the game using DOS only. EARTH 2140 was originally developed to run under DOS, not Windows.

Automatic detection of soundcard causes the computer to hang.

The automatic detection of the soundcard's configuration might cause some problems if you are using a soundcard that is not 100% compatible with the standard used and/or Windows95 or the configuration of your soundcard is not properly set. It may also give you some problems if you use a SCSI controller with your system.

Do not use the automatic detection in this case. Set your soundcard parameters manually instead. Make sure that all necessary drivers (e.g., configuration drivers or other DOS-drivers) are installed and running properly. Some soundcards require settings in your DOS-environment (as defined with the SET-command). If you changed settings and then corrected them, try the automatic detection again.

When you run the game using Windows95, the soundcard settings passed on to a DOS-task might differ from the actual settings of your hardware.

Run the "Control Panel" under Windows95, select "System" and check the settings of your soundcard in the category "Audio-, Video- and Game-Controller". Rerun the setup program for EARTH 2140 and enter your soundcard's settings manually.

The CD-Audio test during installation does not play back any music.

Make sure that the original EARTH 2140 CD-ROM is in the drive. To hear music played back from an audio CD you have to have an audio cable connected from your CD-ROM drive to your soundcard. This cable might be missing in some computers. Make sure, too, that the volume for CD-in or LINE-in is turned up on your soundcard.

EARTH 2140 does not load and the message "Your VGA card does not comply to VESA standard" appears.

In order to give you high quality graphics like those used in EARTH

2140, a VGA resolution of 640 x 480 dots at a color depth of 65,536 (16 bits) colors is necessary. To support as many different VGA cards as possible, we decided to use VESA modes. Almost every available VGA card supports these modes either through the hardware or after loading a software driver.

If you get this message, check with your graphics-board dealer as to whether a VESA driver is available for your card. You might also check the internet for updated drivers. It is also worthwhile trying to get hold of a driver through a third party manufacturer/developer such as SciTech with their UniVBE or Display Doctor. If you are a frequent user of computer games, you may have already installed this driver on your system. Check your harddisk drive for a file called "UNIVBE.EXE". If you can't find it, check SciTech's web-pages at: http://www.scitechsoft.com

The game runs in 640x480 but I cannot switch to 800 x 600.

This is also caused by a VESA-incompatible graphic card. Use a VESA driver as stated above. Some VGA cards might have the necessary 2 MB of RAM but certain modes require more than the memory available on some older VGA cards. This applies in most cases to VGA cards that have been or can be upgraded to 2 MB of memory.

The game does not start and the message "Error initializing sound card" appears.

Your soundcard cannot be initialized using the parameters set in GAME.INI. Rerun SETUP.EXE and change the settings for your soundcard as necessary.

Starting the game causes the computer to hang or abort the loading procedure without any message.

It could be that you don't have enough available space on your hard disk drive. Make sure that 5 to 10 MB of free space are available for EARTH 2140. In some cases you might need additional available space on your hard disk drive when using Windows95. Delete any unnecessary files.

The Intro and other Videos are played back very slowly. It actually appears to be more of a slideshow than real-time video.

The player that is integrated with EARTH 2140 uses a so-called linear Memory area. This might be operated in a different way by Windows95. The problem might not occur using a faster computer but it can develop if you're using a slower one. In this case, we suggest running the game on DOS and/or using the UniVBE driver (from SciTech Software) to accelerate playback, especially if you're using older graphics cards.

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If you have a modem, you can reach us at the following:

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You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

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We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 949-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online

You may E-mail Interplay Customer Support at IPTECH.

Compuserve

We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

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Special thanks to all those involved in this project who are not specifically mentioned here.

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Special Thanks
All of our families for being so patient with us during all the late nights and weekends!! The Richards Family, Tom Pidgeon, Mike Sherak, Tim Donley

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo

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